JOHNNY MNEMONIC™

THE INTERACTIVE ACTION MOVIE

PC AND MAC INSTRUCTION MANUAL

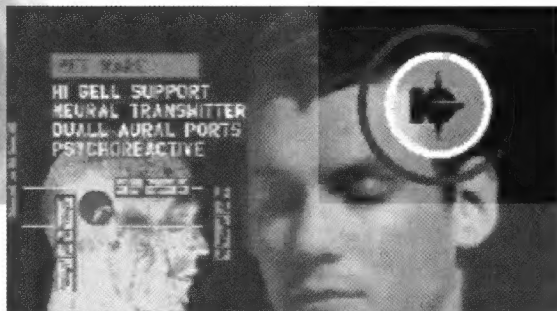SONY
IMAGESOFT

PROPAGANDA

TEEN
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AGES 13+

>GETTING STARTED

Johnny Mnemonic comes on two CD-ROM discs. This instruction manual is for both the PC and Mac version of the game and will show you how to install the program, how to control the game, and includes background to the adventure and tips on how to play.

NOTE: PLACE DISC 2 INTO YOUR CD-ROM DRIVE TO BEGIN THE INSTALLATION OF THE GAME.

CONTENTS

SYSTEM REQUIREMENTS

>PC CD-ROM FOR WINDOWS

Component	Minimum Requirements	For Best Performance
System	IBM PC and 100% Compatibles	
CPU	486/DX2 66Mhz	Intel Pentium
Video	SVGA card w/256 colors*	Accelerated VLB or PCI SVGA card w/thousands (32K-64K) of colors
Memory	8 MB	
Hard Drive	2MB	
Sound	8-bit Windows compatible	16-bit Windows compatible
CD-ROM	Double-speed	Triple speed or higher (300kbs) transfer rate
Software	PC or MS-DOS 5.0 or later with Windows 3.1 or later QuickTime 2.0 (provided)	No background Windows tasks
Video Playback	Small Screen	Full Screen

* Note: For best performance, always use the latest drivers available from your graphics card manufacturer. All of the video in Johnny Mnemonic is 24-bit, but most systems are unable to play it back in 24-bit mode without dropping frames. Therefore, we recommend using the 32,000 or 64,000 colors settings (if available) which will provide similar quality without impacting video playback.

** Note: QuickTime for Windows is compatible with most popular Sound Blaster or Windows compatible sound cards.

>MACINTOSH CD-ROM

Component	Minimum Requirements	For Best Performance
System	Apple Macintosh, 100% compatibles and Power Macintosh	
CPU	68040/25Mhz	Quadra 630 or better, PowerPC 601/60 or better
Video	640X480 256 colors (8 bit)*	640 X480 Thousands of colors (16-bit)*
Memory	8 MB RAM	16MB RAM
Hard Drive	2MB free	75MB free**
Sound	Built-in Sound	Powered external stereo speakers
CD-ROM	Double-speed	Triple speed or higher (300kbs) transfer rate
Software	Macintosh system 7.x Quicktime 2.0 (provided)*** Multimedia tuner 2.0.1 (provided)*** Sound Manager 3.0	
Video Playback	Small Screen	Full Screen

* Note: For best performance, always use the latest drivers available from your graphics card manufacturer. All of the video in Johnny Mnemonic is 24-bit, but most systems are unable to play it back in 24-bit mode without dropping frames. Therefore, we recommend using the thousands of colors setting (if available) which will provide similar quality without impacting video playback.

** Note: Johnny Mnemonic offers the option of installing the ambient music soundtrack in any of the following three formats: 22Khz mono, 22Khz stereo, or 44Khz CD quality. The hard drive space required varies depending on which soundtrack is selected.

*** Note: These are the most current versions of these extensions at packaging press time. The versions provided on the CD-ROM may be more recent. Future releases of QuickTime may also incorporate the Apple Multimedia Tuner which means that it may not be included or required.

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180 GIGABYTE
PEMEX DOUBLER
EVEL I RAID DRIVE
HOT SWAPABLE

A B C D E F G H I J K L M N O P Q R S T U V W X Y Z

>PC CD-ROM INSTALLATION

[The install program is on DISC 2]

Before Installing
1. Optimize your PC*
2. Install QuickTime 2.0 for Windows (provided on disc)**
3. Make sure that:
- The sound card and CD-ROM drive are working properly with Windows.
- 2MB of hard disk space is free.
- Screen resolution is set to 640x480. Color Depth set to 32,000 or 64,000 colors if available, otherwise set to 256.

Install instructions
1. Start Windows.
2. Place Disc 2 into the CD-ROM drive.
3. Select RUN from the FILE menu.
4. Type D:\SETUP.EXE (Replace D with the drive letter of your CD-ROM drive).
5. Click OK.
6. Follow the onscreen instructions.
7. A new program group called "Johnny Mnemonic" will be created.
8. Remove Disc 2 to and Insert Disc 1 into the CD-ROM drive.
9. Double click on the Johnny Mnemonic icon in the new program group to start the game.

Note: The game will start in small-screen mode. Select Configuration from the Main Menu of Johnny Mnemonic to set game into full-screen mode.

> *** PC performance optimization tips**
> 1) Set up your system to have as much free conventional RAM as possible. 2) Turn off utilities such as screen savers and other applications before starting game. 3) Make sure Johnny Mnemonic is the only application running. 4) Use up-to-date video drivers. However some systems and video cards are not fast enough to run the game in full-screen mode. Playing in small-screen mode should make game play at normal speed. 4) Disk Caching software is strongly recommended. SMART Drive or other hard disk caching software programs can increase performance. 5) Don't use disk compression software with Johnny Mnemonic. These utilities may be incompatible as data compression may cause unreliable performance.
>
> ****Quicktime 2.0 installation or update**
> 1. Place Disc 2 into the CD-ROM drive
> 2. Select RUN from the FILE menu.
> 3. Type: D:\QTW20\SETUP.EXE (Replace D with the drive letter of your CD-ROM drive.)
> 4. Follow the onscreen instructions.

>MACINTOSH CD-ROM INSTALLATION

[The install program is on DISC 2]

Before Installing
1. Optimize your Mac*
2. Install QuickTime 2.0 (provided on disc)**
3. Make sure that:
- 2MB of hard drive space is free.
- Screen resolution is set to 640x480. Color Depth set to thousands or millions of colors if available, otherwise set to 256.

Install instructions
1. Place Disc 2 into the CD-ROM drive.
2. The CD icon will appear. Double click on this icon.
3. At the MNEMONIC 2 window, Double click the "Johnny Mnemonic Installation" icon.
4. The Johnny Mnemonic screen will appear, click CONTINUE.
5. The installation dialog box will appear. This is a standard Apple Installer. Please click HELP for more details.
6. EASY INSTALL will install Johnny Mnemonic with the 22Khz mono soundtrack.
7. CUSTOM INSTALL is located beneath Easy Install. Custom Install allows you to load different configurations of the sound track depending on the amount of hard drive space you wish to dedicate to the program.
To Custom Install:
a. Click and drag on the arrow to the right of Easy Install and select CUSTOM INSTALL when it appears.
b. If this is the first installation, select JOHNNY MNEMONIC SOFTWARE.
c. Select the appropriate sound configuration: either 22Khz mono soundtrack, 22Khz stereo soundtrack, or 44Khz soundtrack. Do not select all three.
d. The Selected Size indicator at the bottom right will show you how much hard drive space will be required to install.
e. Once all selections have been made, click INSTALL.

8. A new folder called Johnny Mnemonic Software will be created.
9. Set color depth to Thousands of Colors in the Monitors Control Panel. If Thousands is not available, set it to 256 colors.
10. Remove DISC 2 and Insert DISC 1 into the CD-ROM drive.
11. Double click on the Johnny Mnemonic icon in the new folder to start the game.

Note: The game will start in full-screen mode. If the system is unable to play smoothly in full-screen mode change the screen size to small.
To change screen size, select Configuration from the Main Menu of Johnny Mnemonic and click on the small-screen box.

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* Mac performance optimization tips
1) Disable screen savers. 2) Make sure Johnny Mnemonic is the only application running. 3) Disable any unneeded system extensions and control panels. 4) Turn off Apple Talk and Virtual Memory (in Memory Control Panel). 5) Avoid using Millions of colors since most systems can't playback game in this setting.

Quicktime 2.0 and other extensions installation or update
1. Place DISC 2 into the CD-ROM drive.
2. The CD icon will appear. Double click on this icon.
3. Scroll Down to the Required Macintosh Software Folder.
4. You will see the Sound Manager Icon. Double-click on the QuickTime 2.0 folder to see the QuickTime, QuickTime PowerPlug, and Multimedia Tuner icons.
5. To install these extensions, simply click and drag them into the Extensions folder located in your System Folder.
6. Restart your Macintosh to activate the new system extensions.

Note: The QuickTime PowerPlug extension is for the PowerPC only.

The Main Menu is where you can start new games, save and load games, reset the keyboard configuration, view credits and quit. To access the main menu press the X key at anytime during the game.

New   Starts you at the first scene of the game. If DISC 2 is in the drive you will need to insert DISC 1 to proceed.

Load   Loads a player at the beginning of a scene from a saved game

Save   Saves game at the beginning of a scene in a Key Location. **NOTE:** Don't save right after a winning a fight or beating a tough situation. Wait until you reach the next Key Location to save. Always save at the following Key Locations:

> **Johnny's Apartment** - Where Johnny lives.
> **Subway** - Where you'll find high speed trains, Squatter, & danger.
> **Spider's Lab** - Where things get technical; where things get crude.
> **Ralfi's Office** - Johnny's agent works here.
> **Heaven Node** - Lotek's central command.

NOTE: Destination Chooser starting point — at a certain point in the adventure Saved Games will start at the Destination Chooser even if you saved at a Key Location. This will allow you to freely move to other Key Locations at this point in the adventure.

Continue   Exits the Main Menu and returns you to your current game. **NOTE:** This feature will appear on the Main Menu after game play begins.
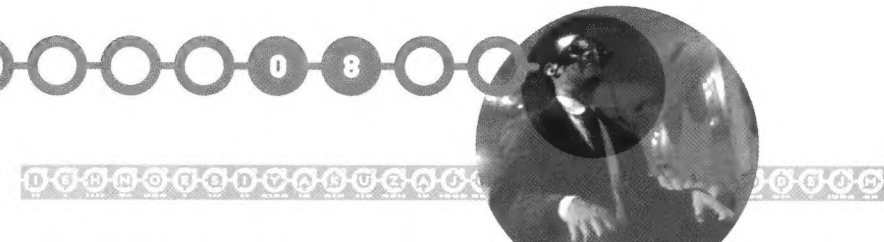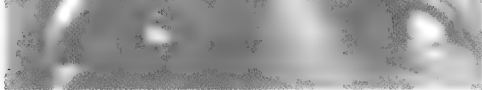
Configure Allows you to change the default keyboard layout assignments for the following commands: Move, Use, Look Left, Look Right, Punch, Block, Kick, Download. To change assignments:

  1. Click on CONFIGURE to go to the Configuration Menu.
  2. Use the mouse to click on the current key assignment.
  3. Press the desired key on the keyboard. The key will automatically appear in the slot.
  4. Repeat 1 and 2 for the remaining keys.
  5. Click on OKAY to set new assignment and return to main menu.

Configure also allows you to:
  1. Change Screen Size.
  2. Select Ambient Sound (for Macintosh only; comes installed on PC version).

Credits From DISC 1 the opening credits will replay; from DISC 2 the opening and end credits will play. Take a look, you may recognize someone.

Quit Exits game and brings you immediately back to Windows.
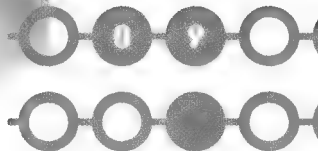
Overview

Johnny Mnemonic is a unique combination of game and movie where you are an active participant in an action movie. You can explore a dangerous world, fight for your life and eventually solve all the challenges presented to you.

Windows of opportunity

Anytime you see the upper and lower portions of the screen go to black (letterbox format), that is your moment to take control. While in letterbox format you can look around, move, use an item such as a open a desk drawer, window or anything you see that looks like it can be picked up. You can also fight.

In all situations don't necessarily take the first option available to you. Experiment. Challenges have several solutions; rooms may have more than one exit. Who knows what you will find.

Select an action whenever the upper and lower portions of the screen go to black (letterbox format). While you will have only a moment to make your selection, the opportunity will repeat itself given there isn't any danger nearby.

If you are having difficulty learning the controls, please review the opening scene walk through on page 18.

Game controls

The movement and fighting controls are set to the keyboards number pad. If your keyboard does not have a number pad or you wish to re-configure the layout go to the Configuration Menu to reassign these keys. See Main Menu (page 8) for instructions.

>CONTROL KEYS

(for PC users: make sure **Num Lock** is on.)

Descriptions

|	
Move	Moves the player in the direction they are looking.
Look Left	Looks to the left.
Look Right	Looks to the right.
Use	Picks up objects, opens desk drawers, windows and more. Note: press USE two to three times and you may find more items.
Punch	Throws a punch in Fight Mode
Kick	Throws a kick in Fight Mode
Block	Attempts to defend against an attack in Fight Mode
"-" key	Downloads the code.
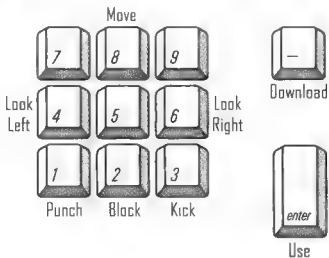
To walk in a certain direction:

When the screen is in letterbox format, press Look Left or Right to view where you wish to go then press and release the Move key once. To turn around, Look Left or Right twice then press the Move key.

Other Command Keys

Tab key   Fast forwards through previously viewed scenes and go directly to the next letterboxed window of opportunity. Be careful — some opportunities can be suddenly dangerous.

Space Bar   Pauses game. Hit the Space Bar again to resume play.

X   Brings up the Main Menu. Press Continue to re-enter game at point where you left off.

Fight Mode

You enter into fight mode as either Johnny or Jane when they and the enemy visibly square off against each other - both will assume a fighting stance.

To fight, press Punch, Kick, or Block when the screen goes to letterbox format. You can only choose one action per opportunity. In general, it is best to punch or kick when the enemy is moving away or their posture creates an opening. Block when you sense the enemy attacking.

During the fight you will see reaction shots. If the opponent is struggling you are winning; if Johnny or Jane is stumbling you are losing.

If you win, Johnny or Jane returns to full strength and the game continues (remember to save at the next key location). If you lose, the game is over and you will return to the Main Menu.

TIP: Timing is everything. Don't rush; wait a beat or two before attacking.
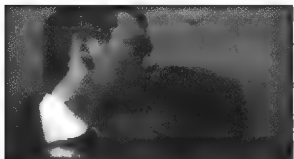
Destination Chooser

At a certain point in the game you will be given the opportunity to move to key locations freely. You will do this via the Destination Chooser screen shown here. When the screen appears use the Look Left or Right keys to select a direction and then press the Move key to go to the key location.

>>Decoded Transmission via NPK SecureSpeak Protocol

** Start de-crypt

Sent: 09:30 - 16:11
From: Ralfi Face

Johnny, here are the specs:

    Collection>> 7 PM Beijing Local Time, 16 November
    Contact>>   Dr. Satai
    Package>>   320 Gig S-Band mini-ROM
    Delivery>>   Dr. Allcome, New Newark. Arrangements
                 for time and place following
                 collection.
    Payment>>   Per our usual agreement. Transfer from
                 Dr. Allcome via Bancoluz, Costa Rica.

Cred-confirmation upon satisfactory delivery, minus
my fees, of course.

Special Instructions>> Looks routine, mate - Ralfi.

** End de-Crypt>>

Ralfi... The best laid plans.

At least I'm back at my place. Beijing was a total cluster, a complete disaster. I don't even care about the cred anymore. I just want this out of my head! *Come on, Ralfi...* The old man went down first, felled by caseless 9mm before he could give me the download code. Very professional, very Yakuza. *Come on, Ralfi, answer the vid-phone...* I don't have the CODE! A routine "jack and run", he said. I should know that with Ralfi, the cred always comes first.

Maybe I can find the client. It's his package. he'll have the code, a protection copy, something. How do I find him, This Dr. Allcome? Ralfi's req mentioned funds transfer from Bancouluz. There must be a connection, if I can find it. I don't have a choice. My discharge. And the data. I swear I saw the image of a woman... she was calling out to me... in that binary dream. Dream. I need sleep, but I'd better not risk it. It's only a matter of time before they find me. I'm sure the old man talked, before... before they... well, at least, for him it was quick. If I don't get this out of my head, mine will be slow and painful. *Why aren't you answering, Ralfi?!*

**** FAQ DATA COURIER : from >> RALFI FACE ****

Hey mate, if you don't know this you don't know nothing.

Data Rig: Data transfer tool. Consists of three parts.

1 > Data Goggles: For transmission and retrieval of visual stimuli, specifically the encrypted images that act as the download code release mechanism.

2 > Interlocking Bi-directional Cables: Cables used to connect goggles and mini-ROM reader

3 > Mini-ROM Reader: Portable device that rmads mini-ROM discs. The unit has an adapter that allows it to interface with data-ports for distant transfers and non-secure communications.

> DATA PORTS
Data Ports can be found just about everywhere. You'll need them for one stop data and voice transmissions/downloading. Be careful with the data ports. <u>Their through-put is lethal without proper modulation.</u> *Don't say I didn't warn you!*

> YAKUZA
The largest multi-national corporation, organized crime syndicate and private army in the world. The Yakuza are the power elite. Income and status come from a variety of ventures, some legal including a controlling interest in PharmaPath, a pharmaceutical conglomerate founded by the late Anna K. PharmaPath's main revenue source is the manufacture of drugs the control the symptoms of Nerve Attenuation Syndrome (NAS), a pandemic disease and global crisis.

> LO-TEKS
An organized group of disorganization, the Lo-teks challenge authority through a number activities, the most visible being rebel broadcasts from an abandoned bridge they have annexed as their own. They have numerous friends and contacts with the underground.

**** END ***

OPENING SCENE

WALKTHROUGH

The following walk-through is designed to help you gain a better feel for the controls. However, this explanation contains no clues to help you solve the game.

Start a new game. Johnny will awaken with a start and speak to a female bodyguard that is with him. Watch the screen as this happens and you will see Johnny turn around and look back towards his bedroom night stand with a fish tank above it. You will then be looking through Johnny's eyes or point of view. When this happens, you will notice the screen ratio changes to a letterbox format (the upper and lower portions of the screen will go to black).

To get a better look while the screen is letterboxed, pause the game by pressing the spacebar. The game should be paused on a shot of Johnny's night stand. If you've missed the opportunity to pause at the letterbox, don't worry, the game will default back to that shot, so simply pause when you see it a second time.

Unpause the game by pressing the spacebar again and then move toward the night stand while the screen is in letterbox mode by pressing MOVE. You will see Johnny move to his night stand, pick up his broken data goggles and have a flashback. When this is complete, Johnny will return to the center of the room.

The next letterbox appears immediately (a shot of the female bodyguard). This time, try looking LEFT or RIGHT. This will allow you to look around the room. If you look LEFT, you will see Johnny's night stand again. By looking RIGHT you will see a longer shot that includes a door out of Johnny's bedroom. Don't MOVE in that direction unless you wish to leave the room. You will notice that as you continue to look around, you will see all four points within Johnny's bedroom.

If you look back at the female bodyguard and them MOVE towards her, another flashback will occur. If you look at the long shot towards the door and MOVE you will exit the bedroom and enter a new location.

Letterboxes will reappear within a certain time limit. Just remember — if there is a gun pointed at you, your time is running out. Good luck!

CAST & CREDITS

CREDITS
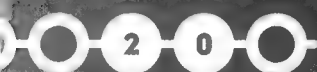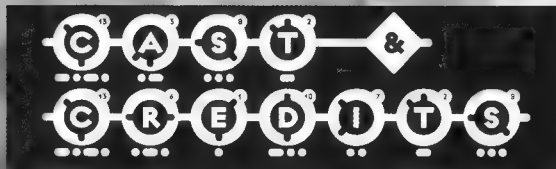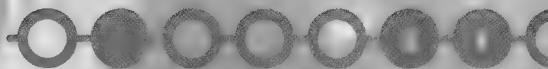
Christopher Russel Gartin - Johnny

Gartin is known to science-fiction fans for his starring role the Fox television series "M.A.N.T.I.S". He has also appeared on "Melrose Place". He is currently filming the motion picture "Aftershock", in which he has a starring role. Gartin's other film credits include "Johns", "Matters of the Heart", "First Born" and "No Big Deal". An accomplished stage actor, Gartin has appeared on Broadway in "Torch Song Trilogy" and "Precious Sons".

Clare Carey - Jane

With numerous television, print and commercial credits, Carey recently starred in the television movie "Betrayed: The Story of Three Women". She is best known for her role as Kelly Fox on the long running sitcom "Coach". Carey has appeared on stage in "Moonshadow" and "Romeo and Juliet", for which she won the 1993 Drama Loge Award for Best Performance.

Isaac Hayes - J-Bone

A successful composer/producer/musician as well as an actor, Hayes has appeared in many motion pictures, including "Final Judgment", "Counterforce", "I'm Gonna Git you, Sucka", "Posse", "Prime Target", and "Robin Hood, Men in Tights", He is most well known for "Shaft", the soundtrack he scored and won an Oscar for in 1971. As a singer, his hits include "Walk on By", "I Stand Accused" and "Never Can Say Good-Bye".

Yuji Okumoto - Shinji

A talented and versatile actor, Okumoto has appeared in over a dozen theatrical productions, television series and features. His film work includes starring roles in "True Believer" and "Karate Kid II". On television, he has appeared in "Murder, She Wrote", "Knots Landing" and "Midnight Caller". Okumoto has been a recurring guest star on "Lois & Clark" and "Vanishing Son".

Kurt Rambis - Henson

A member of four NBA Championship teams in his seven year tenure with the Los Angeles Lakers, Rambis is well known to basketball fans for his hustle and aggressive play. He is one of the top field goal percentage shooters in playoff history. His acting credits include "The Commish", "Roc" and "The Gary Shandling Show" as well as the Billy Crystal film, "Forget Paris".

Michael Shaner - Spider

With many film, television, and feature credits, Shaner brought intensity to his role as Spider. His film appearances include "American Me", "The Two Jakes", and "Lethal Weapon". His television credits include "Due South", "Hunter", "Highway to Heaven", "Fame", and "Mike Hammer". On stage he has starred in "American Buffalo", and "One Flew Over the Cuckoo's Nest".

Julie Strain - Pretty

1993 Penthouse Pet of the Year, Strain also has over twenty-five films to her credit including "Out for Justice" starring Steven Seagal and "Double Impact" a Jean-Claude Van Damme thriller and "Naked Gun 33 -1/3"

Bruce Glover - Subway Squatter

Glover is an actor, acting coach and painter. He has appeared in over 40 feature films, including "Diamonds are Forever", "Hard Times", "Chinatown", "Walking Tall" and "Chain Dance". He starred and co-starred in more than one hundred plays, on and off Broadway. His television credits include "Hart to Hart", "Benson", "The A-Team", and "Murder, She Wrote".

Doug Llewelyn - VirtualVille 3000 Host

An Emmy Award-winning newsman, as well as a extremely successful producer, writer, reporter and actor, Llewelyn is nationally known as the Host/Reporter on television's long-running series "The People's Court". Llewelyn has worked on over 200 motion pictures, including "E.T.The extraterrestrial", "Rambo", "Rain Man", and "Christmas Vacation".

James Lew - Virtual Samurai

One of the best known stuntmen in the business, Lew's first exposure to the film industry was in various roles on the original "Kung Fu" television series. A martial arts master, Lew worked closely with stunt coordinator Mike Kirton in choreographing all of the fighting sequences in "Johnny Mnemonic". Recently voted Favorite Male Star by the readers of Inside Martial Arts magazine, he has appeared in "Big Trouble in Little China", "Hot Shots, Part Deux", "On Deadly Ground" and "Time Cop"

About Propaganda Films & Code

Propaganda Films is an internationally-acclaimed multimedia production company whose work includes award-winning television shows (Twin Peaks), music videos (Madonna, Michael Jackson, Rolling Stones), and commercials (Nike, Coke, AT&T). It's newest division, Propaganda CODE, creates and produces innovative entertainment for CD-ROM and interactive TV platforms. Managing Director Jonathan Wiedemann oversees all aspects of creative development and production for CODE. Wiedemann has hands-on production and software development experience with the CDI, Sega CD, Mac, and MPC platforms.

Prior to Johnny Mnemonic,, CODE provided production services for eight interactive titles, including Jeopardy and Wheel of Fortune for Sony Imagesoft.

Douglas Gayeton - Director, Co-Writer/Designer

In addition to "Johnny Mnemonic". Gayeton wrote and designed "Waking Hours", a reality based interactive series. Gayeton also wrote and directed the kick-off spot for Andrew Shue's "Do Something" campaign. He directed the short film "Tomorrow", which explored the future of interactive television. Gayeton's other clients have included CBS/Sony, Capitol, MCA, Warner Bros., Virgin, A&M and BMG.

John Zuur Platten - Producer, Co-Writer/Designer, 2nd Unit Director, Additional Editing

Platten wrote, co-designed, and produced. the best selling Sega CD "Tomcat Alley". His additional interactive credits include Visual Effect Associate Producer for "Ground Zero, Texas", and "Double Switch" for the Sega CD. Prior to becoming involved in interactive projects, Platten was employed by Universal Studios as a Production Coordinator for numerous television production companies including MCA-TV, Amblin, Al Burton Productions, Viacom, and New World Television.

Roberto Schaefer - Director of Photography
Creating and capturing the noire atmosphere of "Johnny Mnemonic" was the responsibility of Schaefer, whose film credits include, "Road Racer", "Cool & the Crazy", and "Red Shoes Dairies" for Showtime. He has also shot music videos for artists such as U2, Alannah, Myles, The Alarm, Blind Melon, and Cyndi Lauper

Jean-Phlippe Carp - Production Designer
Winner of the '92 Ceasar for Outstanding Individual Achievement in Production Design for his work on "Delicatessen", Carp brought his unique vision o futuristic urban decay to "Johnny Mnemonic". Carp, a native of France, his credits include film, television and theater, as well as Production Design on award-winning commercials.

Propaganda Code Team

Propaganda Executive Producer:	Jonathan Wiedemann
Producers:	John Zuur Platten, Louis Nader
Designed and written by:	Douglas Gayeton and John Zuur Platten
Directed by:	Douglas Gayeton.
Director of Photography:	Roberto Schaefer
Production Designer:	Jean-Philippe Carp
Original Score and Sound Design:	Mutato Muzika
Edited by:	David Siegel
Digital Effects by:	Brad Beesley Design
Software developed by:	Peter Marx, Michael R. Abato, Philippe Goodman

Nearly a gigabyte of people helped create this game. To see them please press CREDITS at the Main Menu.

180 GIGABYTE
PEMEX DOUBLER
LEVEL 1 RAID DRIVE
HOT SWAPABLE

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